



Screen pictures shown  
may be different machine  
versions of game.



If your friends had Thrust, why don't you get Thrust 2?  
Wenn Deine Freunde Thrust haben, warum versuchst Du dann nicht, Thrust 2  
zu bekommen?  
Vos amis possèdent Thrust? Procurez-vous vite Thrust 2.  
Se i tuoi amici hanno Thrust. Perché non prende il Thrust 2?  
Si tus amigos tienen 'Thrust', ¿por qué no adquieres tu 'Thrust 2'?  
Hvis dine venner har Thrust, hvorfor serger du så ikke for at få fat i Thrust 2?  
Als je vrienden Thrust hadden, waarom neem je zelf dan Thrust 2 niet.  
KEYBOARD ONLY



CBM  
64/128

THRUST II



SILVER  
199  
RANGE

COMMODORE 64/128



THRUST II



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\*Correct at time of printing

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# THRUST II

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Commodore 64/128 conversion © by UBIK

## THE GAME

You have decided to overthrow the evil empire of the music-hating Cories by invading their solar system and destroying them with good music. Your plan is to collect musical components, stored in protective orbs, from deep within their three home planets of Stick, Aching and Walkman. By towing the orbs to the surface and depositing them in the correct area you can construct the machine to destroy the Cories on each planet once and for all and return the joy of music to the universe. Good luck!

## LOADING

### COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

### COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key
2. Now follow the instructions for Commodore 64 owners above.

*NOTE: Full loading instructions can be found in your Commodore Manual.*

## PLAYING THE GAME

Either a joystick plugged in port 2 of your computer or the following keys may be used:-

Z=Rotate left X=Rotate right SHIFT=Thrust  
RETURN=Fire SPACE=Pick up orb RUNSTOP=Pause  
Q=Quit R=Restart

(Q and R accessible only when the game is paused.)

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